

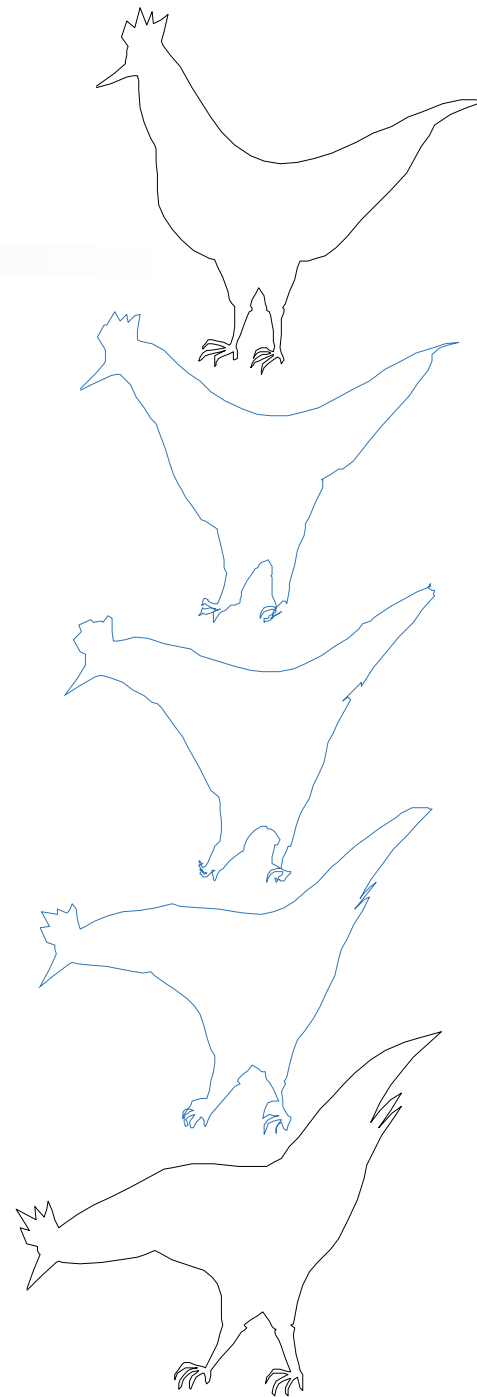
Animation

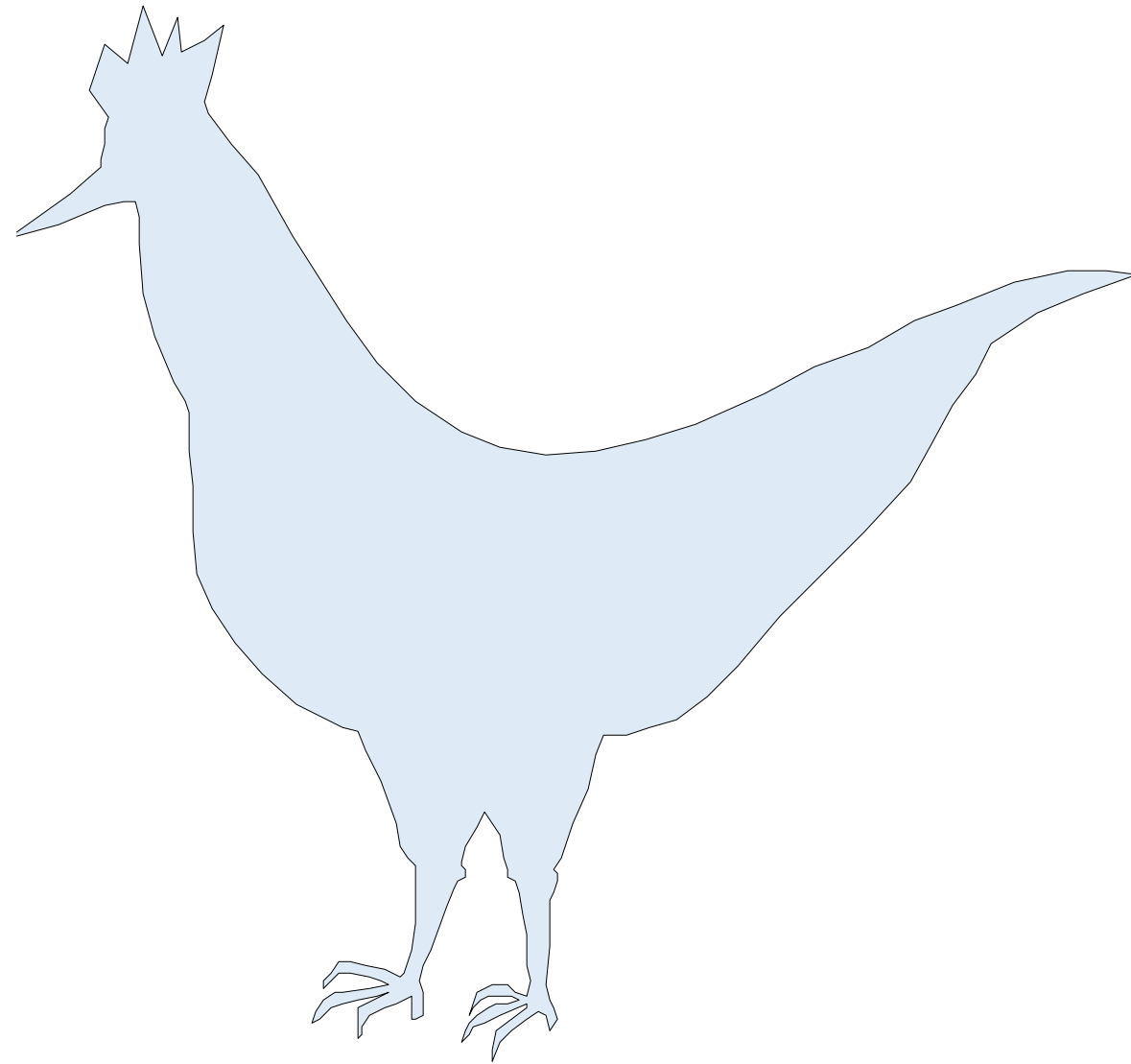
CS418 Interactive Computer Graphics

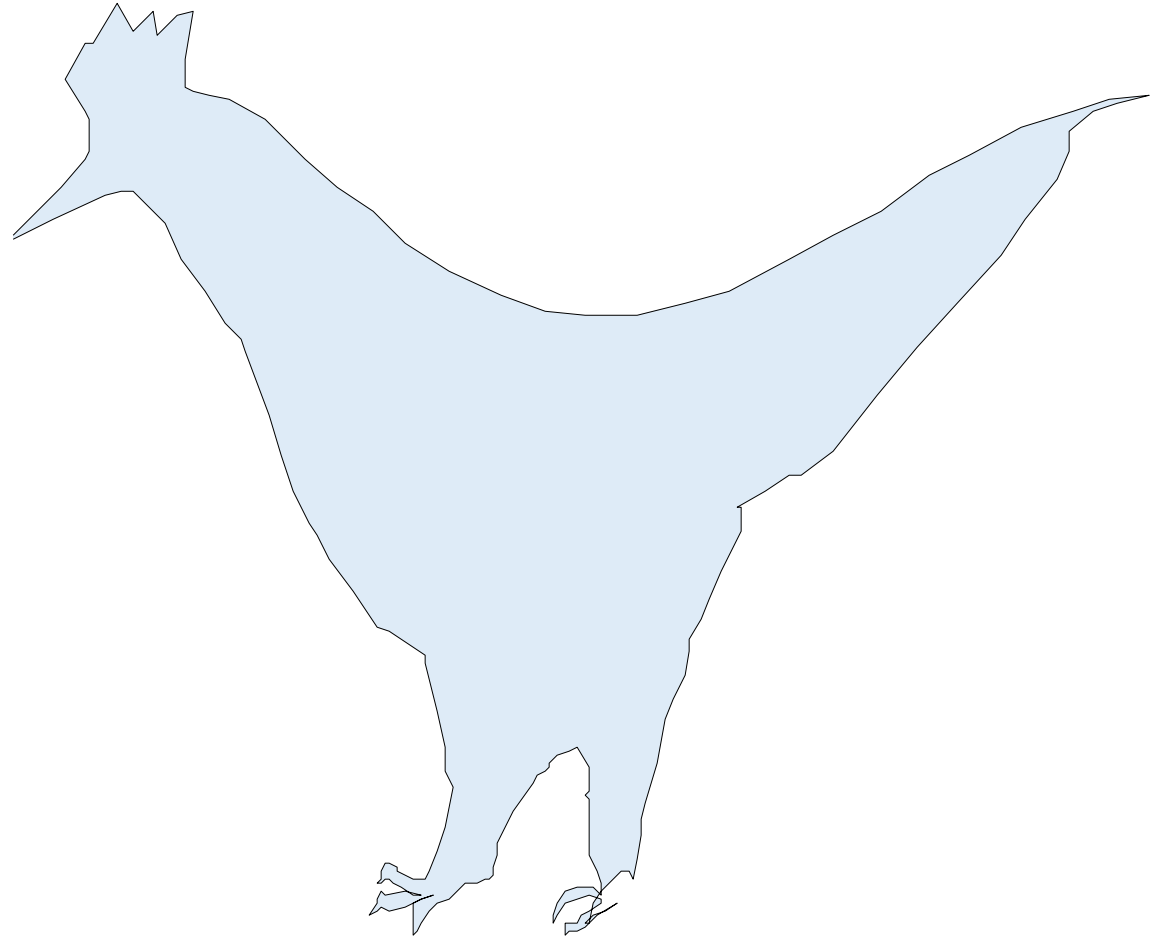
John C. Hart

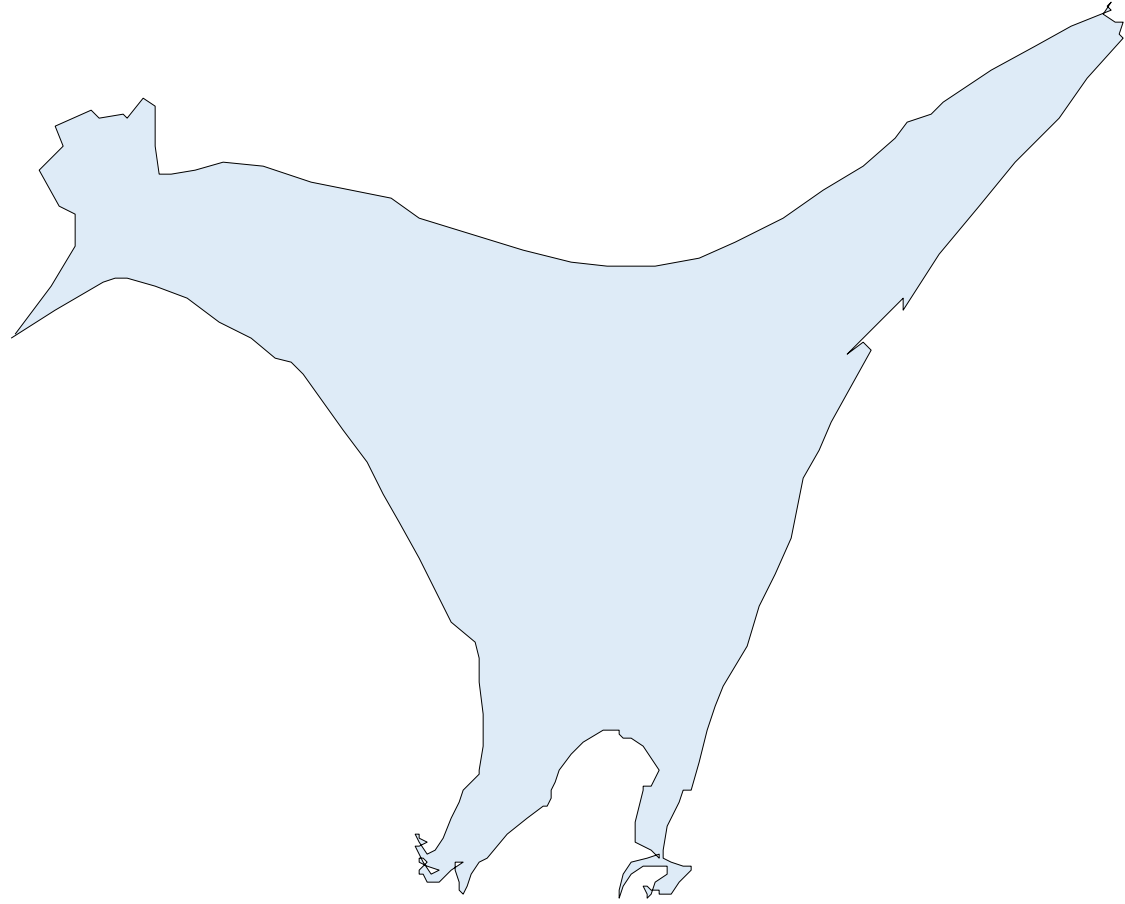
Keyframe Animation

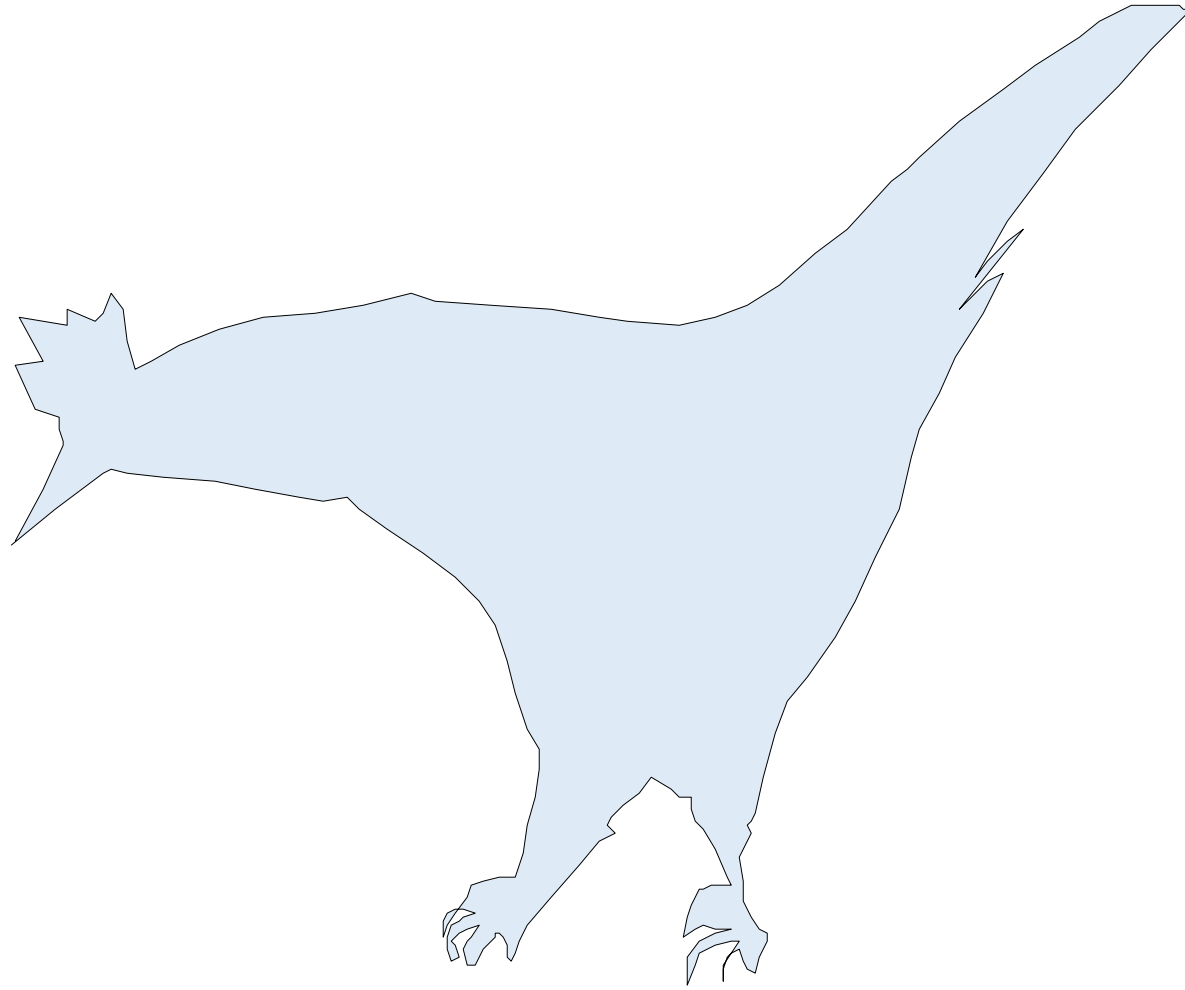
- Set target positions for vertices at “key” frames in animations
- Linearly interpolate vertex positions between targets at intervening frames

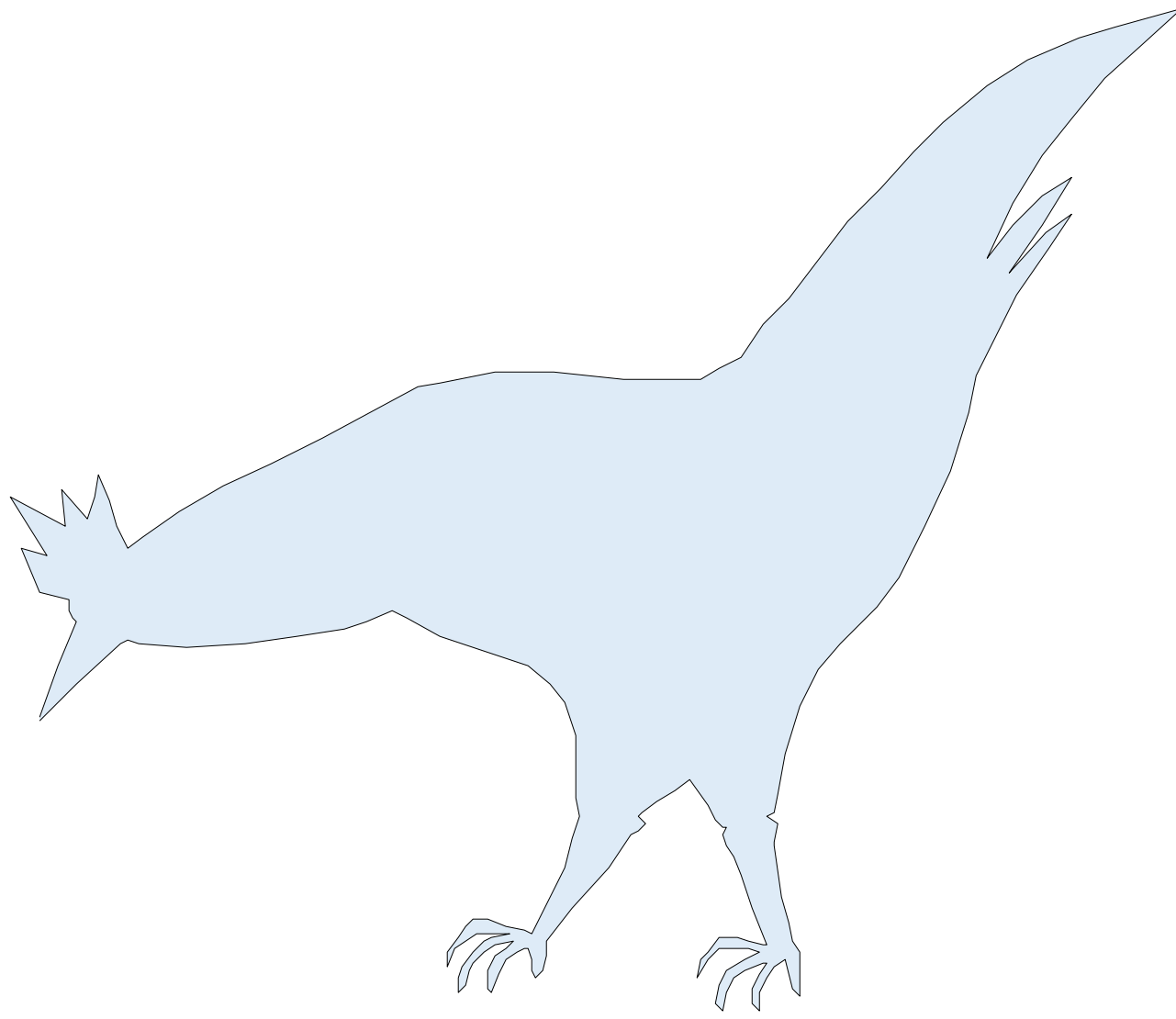






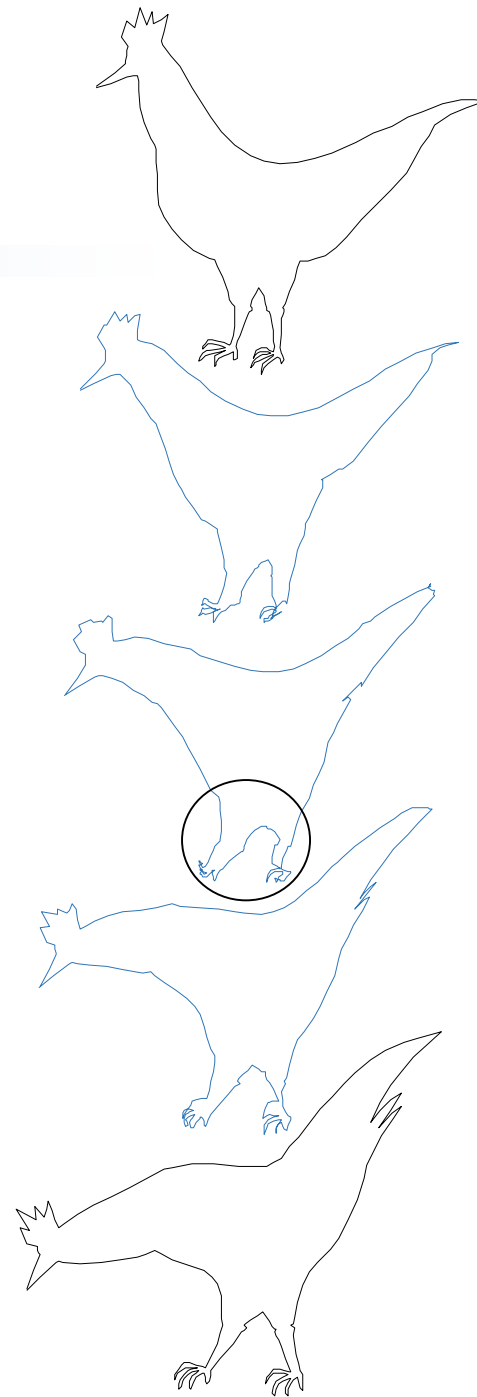
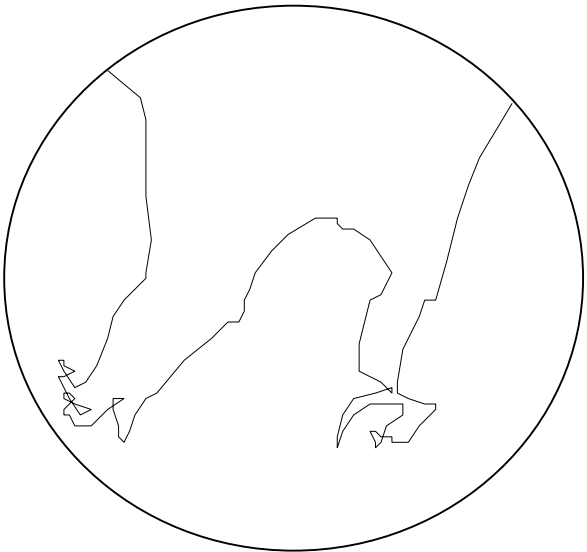






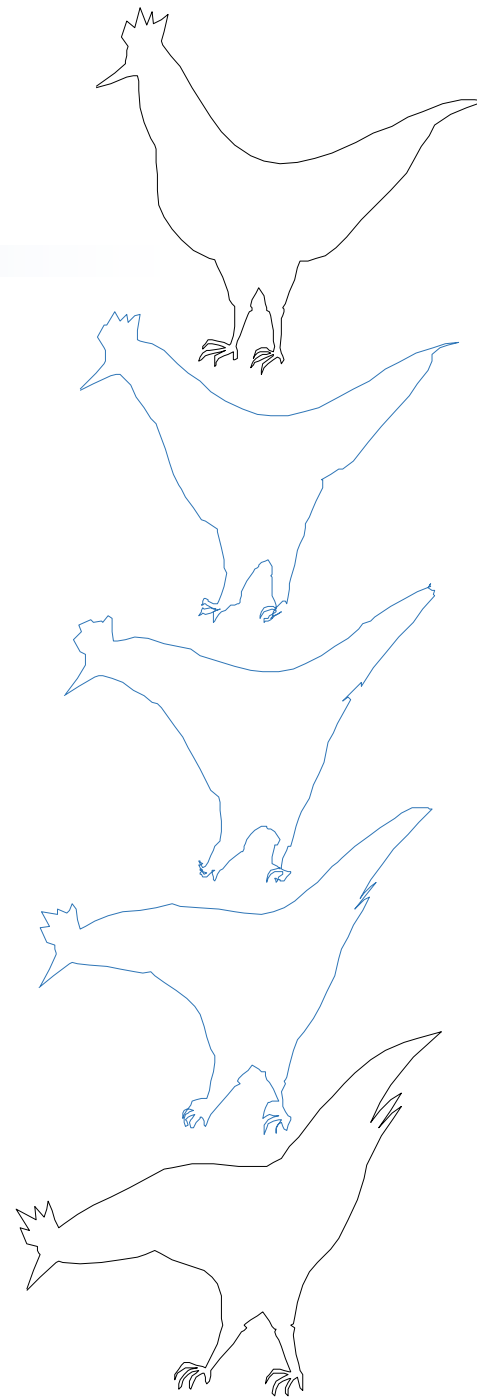
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- Lots can go wrong (like the feet)



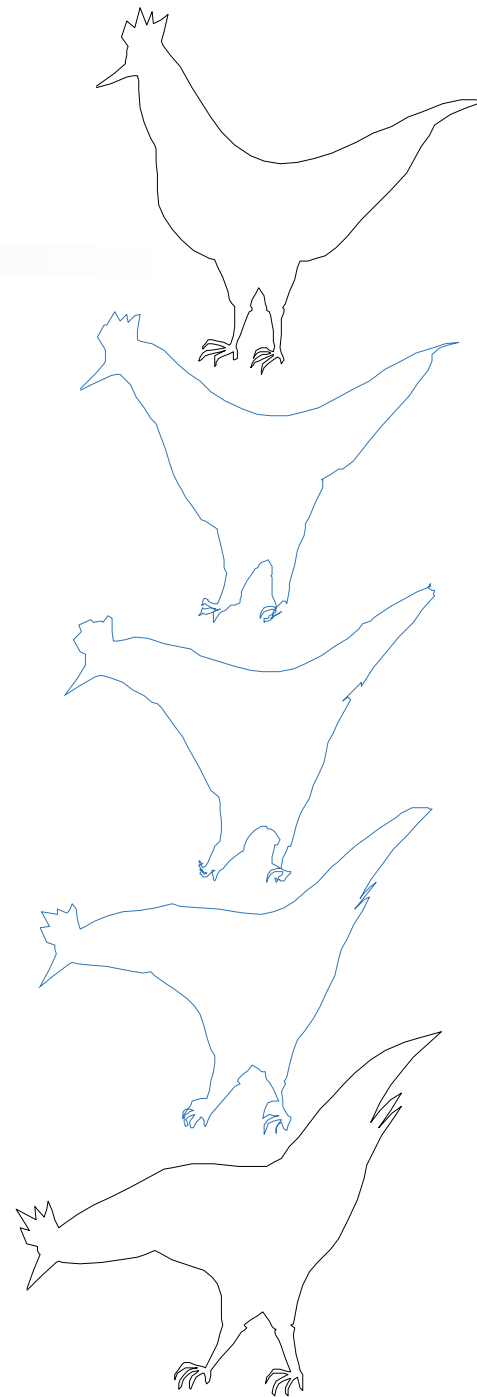
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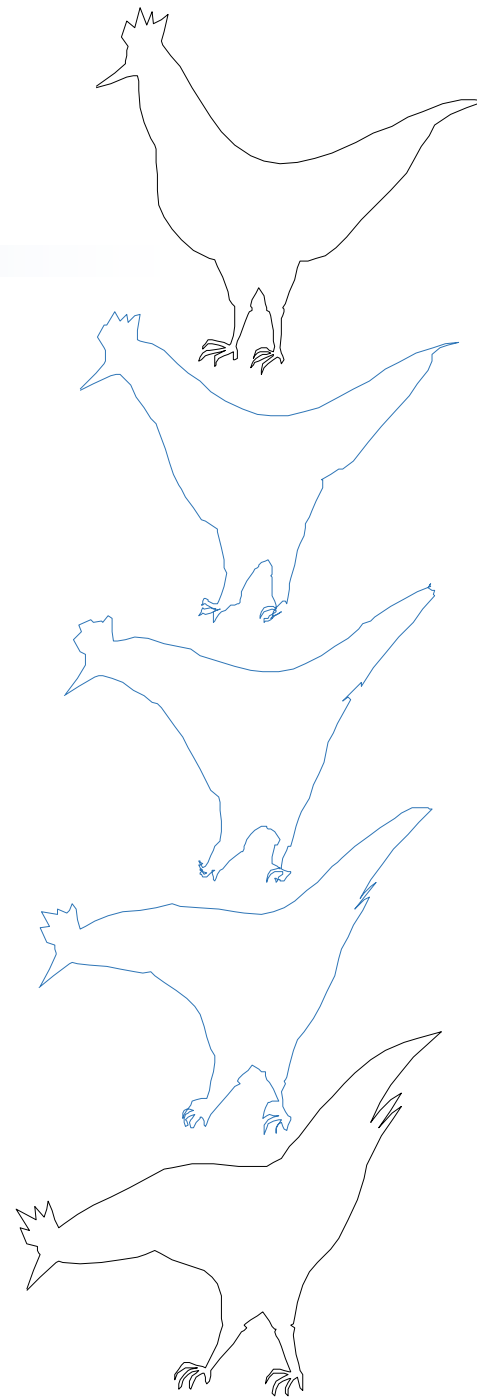
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- Need same number and configuration of vertices at key frames for intervening frames to make sense
- Need to have correspondences between two collections of vertices

